

BMW 320 E21 CUP Version 1.0 *for rFactor*

Hello to BMW fan,

since the appearance of the RC1 many small things have flowed in onto the present version 1.0. Here is a short overview about the bugfixes and changes:

bugs

- shadow mistake in the cockpit window with maximum shadow representation
- faulty textures with the start No. 51
- correction of rfm for create of a season
- path information for the sound skid2_dry

graphic

- rim diameter smaller in the front and higher on the rear
- car body a little inclined
- new gauge in the cockpit view

physics

- modified suspension file
- modified HDV (Suspension Section)
- tank capacity was reduced from 80l to 70l
- behavior of the clutch
- brake balance
- adjusting range of the chamber and the tire pressure were extended
- adaptation of the radius in the tyre file because of the changed diameter
- Fuel consumption was raised
- lifetime of engine while rev over the revlimit was reduced
- value of base drag was reduced

in general

- The times for repair, tyre change and refuelling were considerably raised.

Important!:

The old set-up (*.svm) files cannot be loaded / assumed.

new car designed by Roy Lichtenstein

With the start No. 0 the BMW designed by Roy Lichtenstein goes to the start. In addition, the external/transmission sound was completely anew provided after the statements of the painter of the skin.

Questions / suggestions to the sound are to be directed to Nil from the team TRF, please accessible under <http://www.racingfactor.de>

This sound is only available for the new car with number 0.

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Once more, have a lot of fun with the version 1.0!

A small view in the future:

Yesterday the BMW E21 1.4 I of Turbo was seen.
Unfortunately, it disappeared too fast in the horizon to be able to do still pictures.
The only one what remained was the tone in the ear and strange long black lines on the asphalt

coming soon?

regards Dennis

